A Good Night's Sleep v1.0.0 *by Cam*

TOWNSFOLK



Washerwoman
You start knowing that 1 of 2 players is a particular Townsfolk.



Librarian
You start knowing that 1 of 2 players is a particular Outsider. (Or that zero are in play.)



Investigator
You start knowing that 1 of 2 players is a particular Minion.



Chef
You start knowing how many pairs of evil players there are.



Empath
Each night, you learn how many of your 2 alive neighbours are evil.



Fortune Teller
Each night, choose 2 players: you learn if either is a Demon. There is a good player that registers as a Demon to you.



Undertaker
Each night*, you learn which character died by execution today.



Monk
Each night*, choose a player (not yourself): they are safe from the Demon tonight.



Ravenkeeper
If you die at night, you are woken to choose a player: you learn their character.



Virgin
The 1st time you are nominated, if the nominator is a Townsfolk, they are executed immediately.



Slayer
Once per game, during the day, publicly choose a player: if they are the Demon, they die.



Soldier
You are safe from the Demon.



Mayor
If only 3 players live & no execution occurs, your team wins. If you die at night, another player might die instead.



Innkeeper
Each night*, choose 2 players: they can't die tonight, but 1 is drunk until dusk.



Lycanthrope
Each night*, choose a living player: if good, they die, but they are the only player that can die tonight.

OUTSIDER



Drunk
You do not know you are the Drunk. You think you are a Townsfolk character, but you are not.



Recluse
You might register as evil & as a Minion or Demon, even if dead.



Saint
If you die by execution, your team loses.



Lunatic
You think you are a Demon, but you are not. The Demon knows who you are & who you choose at night.

MINION



Poisoner
Each night, choose a player: they are poisoned tonight and tomorrow day.



Spy
Each night, you see the Grimoire. You might register as good & as a Townsfolk or Outsider, even if dead.



Scarlet Woman
If there are 5 or more players alive & the Demon dies, you become the Demon. (Travellers don't count)



Baron
There are extra Outsiders in play. [+2 Outsiders]



Summoner
You get 3 bluffs. On the 3rd night, choose a player: they become an evil Demon of your choice. [No Demon]

DEMON



Imp
Each night*, choose a player: they die. If you kill yourself this way, a Minion becomes the Imp.

Quick Reference

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FIRST NIGHT

1. D — Dusk
2. M — Minion Info
3. D — Demon Info
4. Lunatic
5. Poisoner
6. Washerwoman
7. Librarian
8. Investigator
9. Chef
10. Empath
11. Fortune Teller
12. Spy
13. D — Dawn

FABLED, JINXES & LORIC

RECOMMENDED TRAVELLERS

Beggar
You must use a vote token to vote. Dead players may choose to give you theirs. If so, you learn their alignment. You are sober & healthy.

Bureaucrat
Each night, choose a player (not yourself): their vote counts as 3 votes tomorrow.

Gunslinger
Each day, after the 1st vote has been tallied, you may choose a player that voted: they die.

Scapegoat
If a player of your alignment is executed, you might be executed instead.

Thief
Each night, choose a player (not yourself): their vote counts negatively tomorrow.

OTHER NIGHTS

1. D — Dusk
2. Poisoner
3. Innkeeper
4. Monk
5. Scarlet Woman
6. Lunatic
7. Lycanthrope
8. Imp
9. Ravenkeeper
10. Empath
11. Fortune Teller
12. Undertaker
13. Spy
14. D — Dawn

PLAYER COUNT

PLAYERS	5	6	7	8	9	10	11	12	13	14	15+
TOWNSFOLK	3	3	5	5	5	7	7	7	9	9	9
OUTSIDERS	0	1	0	1	2	0	1	2	0	1	2
MINIONS	1	1	1	1	1	2	2	2	3	3	3
DEMONS	1	1	1	1	1	1	1	1	1	1	1

First Night

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1	D	**Dusk** Start the Night Phase.
2	M	**Minion Info** If there are 7 or more players, wake all Minions: Show the THIS IS THE DEMON token. Point to the Demon. Show THESE ARE YOUR MINIONS token. Point to the other Minions.
3	D	**Demon Info** If there are 7 or more players, wake the Demon. Show the Demon token. Show all Minions. Show the THESE CHARACTERS ARE NOT IN PLAY token. Show 3 not-in-play good character tokens.
4		**Lunatic** If 7 or more players: Show the Lunatic a number of arbitrary 'Minions', players equal to the number of Minions in play. Show 3 character tokens of arbitrary good characters. If the token received by the Lunatic is a Demon that would wake tonight: Allow the Lunatic to do the Demon actions. Place their 'attack' markers. Wake the Demon. Show the Demon's real character token. Show them the Lunatic player. If the Lunatic attacked players: Show the real demon each marked player. Remove any Lunatic 'attack' markers.
5		**Poisoner** The Poisoner points to a player. That player is poisoned.
6		**Washerwoman** Show the character token of a Townsfolk in play. Point to two players, one of which is that character.
7		**Librarian** Show the character token of an Outsider in play. Point to two players, one of which is that character.
8		**Investigator** Show the character token of a Minion in play. Point to two players, one of which is that character.
9		**Chef** Show the finger signal (0, 1, 2, ...) for the number of pairs of neighbouring evil players.
10		**Empath** Show the finger signal (0, 1, 2) for the number of evil alive neighbours of the Empath.
11		**Fortune Teller** The Fortune Teller points to two players. Give the head signal (nod yes, shake no) for whether one of those players is the Demon.
12		**Spy** Show the Grimoire to the Spy for as long as they need.
13	D	**Dawn** Wait for a few seconds. End the Night Phase.

Other Nights

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1 D **Dusk**
Start the Night Phase.

2  **Poisoner**
The previously poisoned player is no longer poisoned. The Poisoner points to a player. That player is poisoned.

3  **Innkeeper**
The previously protected and drunk players lose those markers. The Innkeeper points to two players. Those players are protected. One is drunk.

4  **Monk**
The previously protected player is no longer protected. The Monk points to a player not themself. Mark that player 'Protected'.

5  **Scarlet Woman**
If the Scarlet Woman became the Demon today: Show the 'You are' card, then the demon token.

6  **Lunatic**
Allow the Lunatic to do the actions of the Demon. Place their 'attack' markers. If the Lunatic selected players: Wake the Demon. Show the 'attack' marker, then point to each marked player. Remove any Lunatic 'attack' markers.

7  **Lycanthrope**
The Lycanthrope points to a living player: if good, they die and no one else can die tonight.

8  **Imp**
The Imp points to a player. That player dies. If the Imp chose themselves: Replace the character of 1 alive minion with a spare Imp token. Show the 'You are' card, then the Imp token.

9  **Ravenkeeper**
If the Ravenkeeper died tonight: The Ravenkeeper points to a player. Show that player's character token.

10  **Empath**
Show the finger signal (0, 1, 2) for the number of evil neighbours.

11  **Fortune Teller**
The Fortune Teller points to two players. Show the head signal (nod 'yes', shake 'no') for whether one of those players is the Demon.

12  **Undertaker**
If a player was executed today: Show that player's character token.

13  **Spy**
Show the Grimoire to the Spy for as long as they need.

14 D **Dawn**
Wait for a few seconds. End the Night Phase.